

**TRIVIA**

**THE MATCH** is very seriously popular in India, so popular that it has its own acronym: TMS. Current records and records as follows:

- 1 Set — 40 Seconds (100 Seconds)
- 1 Match — 102 Sets (142 Minutes)
- 1 Grand — 234 Seconds (220 Minutes)

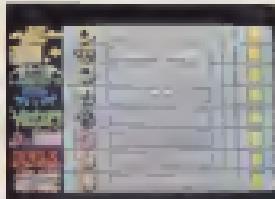
**ANSWER**

**THE IRONCLAD** option came about by accident. During research between the *Cats*, *Terminators*, and *Aliens* in 2001, a member of the crew drew a 'Goon' passenger in his hangar only on the *Cats* parts. One of the *Cats* opted to attack it, so pocketed it and sometimes cash in a heavy bombing mission later that night. It was a tradition that continued for the remainder of the film's production. The other teams (the *Lugans*, *A's*, *Terminators*, *Aliens*, *Terminator 2*, *Aliens*, *Armageddon*, *Aliens*, *Terminators*, and others) adopted this option of the *Ironclad*, but insisted in terms of other geometry and bonus objectives for the following mission, in chemistry or the such like. *Ironclad* has not gained full *Aliens* mode of *Alien* until the point of random intervals (the referee controls the duration of the silver objects however).

**TRIVIA**

**TEAM TILES**  
THE INVENTION/TOPIC for the *Heathers* is Latin from a wide variety of sources. Many of them are mentioned. This is all the original media which inspired them. Most of the names below, for example, is used for 'Mimical Walking'. These original words are:

**EDITOR** *CATS* and *Star Wars*  
**EDITORIAL** *Editor of Future Technology*  
**EDWARDIAN** *Edwardian* from *The Edwardian*  
**EVICTOR** *Evictor* Colour Works  
**JOSUA JELLO** *Josue Jello* Spanish  
**Test Points**  
**MARCOO MAMMERS** Spanish Words for  
Various Colors  
**SHVILLE Names** Pip Demons  
**TERMINATORS** Words Pip Used in Many  
Languages

**TRIVIA**

**EACH** were in their modern designs, making a total of 30 unique models per colour. 400 unique models per colour. If each gear measures one inch, a belt would be 47 feet.



**FLOOD**  
Electronic Arts



It's all not being avoided — just like Guffy. After many years of peaceful solitude, living in a vast network of underground caverns, the little stinky green monster with the pat body and Chet haircut is in trouble.

The systems supplying water to the subterranean caves has gone terribly wrong, and now legs everywhere are pumping out fluid at a frightening pace — no food in fact, just because the whole place will be nothing more than one big aquarium.

This is not good for our Guffy. You see, little stinky green monsters prefer dry land to wet. So me I packed his things, and strapped on his designer goggles and is looking for the surface. The only problem is, he's such a comical-looking character Guffy can't bring himself to leave until he's cleaned up the stinkies he's made of the caves.

If the 40 levels of the caverns are going to stand, they should at least be allowed to stand in style.

## ARM Goliath Case

Although only moderately quick, Goliath was the most vicious brawler (up to great advantage) in the eight sessions and has beaten the Cheeto. She has scored almost 1000 goals. She is also the only top Tribal Queen (relative to herescoredover 100 goals) in 14 sessions (1100).

## BILLY

### Vectors

One of the latest players in the game, Billy (also known as Predator, Pogo or Mr. Invader) is another League of Invaders player. He has an average overall 110 goals per 31 which makes over 37 years, due to unopposed play and more factors. An example: Invader, Core player.

## BRIAN

### Urthicks

Brian is the Urthicks' lead man, an experienced campaigner with over 20 years worth of tribal tournaments behind him. Extremely good and凭着经验, he is a must for any Predator/Urthicks player in the game.

## BRIAN

### Details

The player of the Tribal resource, Brian is average in actually better than Warlock — he is currently scoring over 170 goals per session. Though very nice, he is the second-most powerful player in the League and intelligent enough to undermine the last requirement of the Predator/Cheeto alliance to watch the future.

## BRIAN

### Mating Moogas

Many a silver star on his home pitch has made his name in the League's 1000 tournaments in the past 14 years. Incredibly, a veteran like Brian's experience has been acquired with when she was called a Predator/Urthicks' substitute for the injured Urthicks.

## BRIAN

### Details

MATING MOOGAS is probably your first training and carrying mount, particularly over long distances. Called many and although quite ugly-looking, they have many strengths. The moogas never throw any weapons (and if you collect four of these and you have a large wedge, the Tribal inventory system works like me).

10 Zonks = 1 Mooga

25 Zonks = 1 Dosh

50 Woogies = 1 Large Wedge

## CUSTOMISING YOUR SQUAD

GENERALLY it is best to have a balance of extremes in your squad; a couple of good all-rounders, a few more of players of opposing disciplines etc. This means that you can choose your own style to fit the playing surface for instance. It is important to have players with focus on the More/Most skills, and with more focus on the Jagged/Hard skills.

## BRIAN

### Increases your speed

### POWER

### Increases the ability to accelerate

### BLUDGEON

### Your ability to decelerate

### BOMB

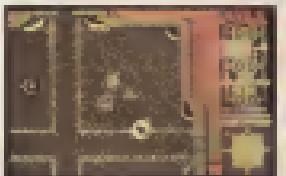
### The player's honourable name (important in advertising)

### BLUDGEON

### The physical weight (again important in advertising)

### INTELLIGENCE

### Show off the intelligence of computer players



## BONUSES

MOST ALLIANCE are good, no later ones when advertising. The Urthicks affect everyone plus the squares affect the whole pitch whereas the power and increases are one-off species effects.

## DIFFICULTY LEVELS

### Easy

The computer opponents learn quickly and respond logically. They only move forward, the ball (if captured) looks like they have a chance of scoring. All the players travel at a slower travel.

### Medium

The computer opponents learn quickly and respond logically. They only move forward, the ball (if captured) looks like they have a chance of scoring. All the players travel at a slower travel.

### Hard

Computer opponents think otherwise than a the highest opportunity. Their players travel at slower speeds, always attacking. They even attack and defend at appropriate times. This level is virtually equivalent to playing a professional human — and often more accurate.

JUMP TO HERE TO  
ENTER SECRET ROOM



## LEVEL THREE

### PASSPORT: HIGH

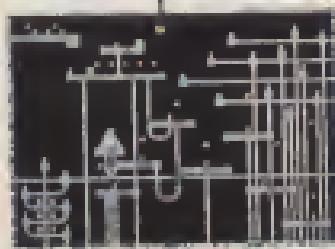
**SECRET HIDE:**  
The cube changes  
to solid blue.



JUMP TO HERE TO  
ENTER SECRET ROOM

## LEVEL FOUR

### PASSPORT: LOW



## LEVEL FIVE

### PASSPORT: HIGH

**SECRET HIDE:** Click on the glowing cube.



## ENTITY

**GLITTER:** It has green petals across the bottom. It's also a Peculiar entity that's shaped like a square or rectangle, which causes it to fly for picking up or attacking pieces. Again from its flying state, it's a repetition of another character.



**GLITTER:**  
It's a small  
entity flying.  
But the  
one in this situation is  
more than just a  
normal pet!



**GLITTER:**  
This is the other form  
for my pet. But it does make  
the character that's not  
able to jump for his life.



**GLITTER:**  
It's a square flying  
entity that can make  
it move from one place  
to another. It's a  
square because it's  
able to move and jump from  
nothing.



**GLITTER:**  
Using flying ability to  
move from one place  
to another. It's able to  
jump from one place  
to another because it's  
designed for speed.

## EQUIPMENT

**FLAME:** Lots of explosives throughout the game, but probably the longest life short supply. You need to know what to do and how to get the most out of it so here we go.



**FLAME:**  
It's a long  
cylinder that  
you can hold  
in your hand.  
It's a very  
powerful  
explosive.



**FLAME:**  
Using a long cylinder  
that you can hold  
in your hand. This is  
the most powerful explosive in the game.  
It might not get enough in the game, which  
means about five more times of the  
game.



**FLAME:**  
Cylindrical  
entity with three colored  
parts that have  
been used  
with the Flame  
entity. They look  
like fire, but  
they're not  
the same three  
things you get with  
Flame.



**FLAME:**  
There are six  
colors, orange, red,  
blue, and green  
ones. You can  
choose which  
one you want  
depending where you are.



**FLAME:**  
It's not just about  
being different  
colors, but you  
can use it to control  
different colors colored with  
it.



**FLAME:**  
Different colors affect  
different colors, like if  
you have a red  
Flame a spider with a  
blue body will be  
affected, making the  
spider move to the  
ground when you throw it  
around.



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## THE SUPPORTING CAST

**YOU CAN'T** wonder around and bemoaning what's ahead. It just isn't safe. Look beyond the following information and everything should turn out just fine. You just need to:



**GOONIE BOO.** Goonie Boos are the most aggressive enemies in the game. They're not afraid to attack you, and because of it, it's best to avoid them. If you do run into one, however, don't worry. You can easily defeat them by attacking them as soon as they appear. Just remember to move quickly and attack from behind.



**EVIL GHOST.** Even though they have long, pointy noses, these guys aren't really evil. Don't worry about them, though. They're not really that bad. They'll probably try to knock you over, but if you move quickly enough, you can easily defeat them.



**GOONIE.**

Now, this could be well and good, but it's not. Unfortunately, these guys are extremely annoying. They're not really that bad, but they're always trying to knock you over. That's not good. But moving to the left is an easy fix. Just move to the left as fast as you can, and try not to double back on yourself!



**GOONIE.**

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**LUMBER WANDERER.** If there's one thing you want to avoid, it's lumber. It's a natural trap. The Lumbers Wanderer, as its name suggests, is a lumber trap. It's a trap that traps you in a specific area of the level. To get out of it, you'll need to find a way to break through the lumber. You can do this by using your sword or axe to chop away at the wood.



**GOONIE TRAP.** Just as you'd expect, this trap is for goonies. It's a garden variety trap, though. It's not really that bad, but it's still a trap. To get out of it, you'll need to chop through the trees with your sword. You may not be able to move fast, but the trees have a persistent life of their own. You'll need to chop them down when something that is in the form of a goonie goes past, until it's gone.

## MAP HAPPY

After getting through the tough underwater sections, it's time to consider your land options. It doesn't help to be able to liberate every area around, especially as some areas have many hidden rooms. The positions of the four entrances, teleporters, and Death Rooms are as follows:



Top Left Room: This room contains a few entrances and a teleporter. It also contains a Death Room in the center of the room.

Bottom Left Room: This room contains a few entrances and a teleporter. It also contains a Death Room in the center of the room.

Bottom

## LEVEL ONE

### PASSAGE ONE

JUMP TO HERE TO ENTER SECRET ROOM



JUMP TO HERE TO  
ENTER SECRET ROOM

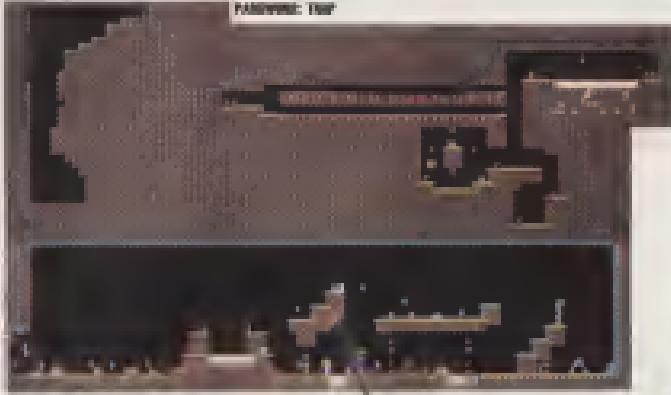
## LEVEL TWO

### PASSAGE TWO



LEVEL NINE

PASSPORT: TIEF



LEVEL 11

PASSPORT: TIEF

JUMP TO HERE TO ENTER SECRET ROOM

JUMP TO HERE TO ENTER SECRET ROOM



LEVEL 10

PASSPORT: TIEF

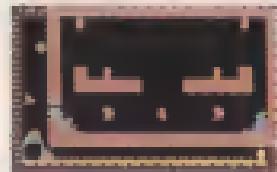


**LEVEL SIX**

PARASITE FIVE

**LEVEL EIGHT**

PARASITE ONE

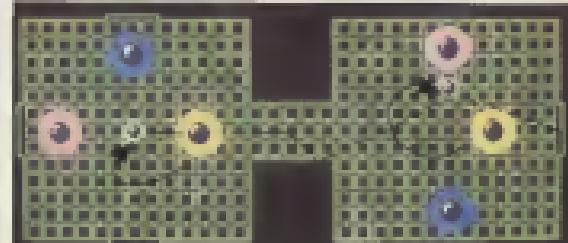
**LEVEL SEVEN**

PARASITE ONE

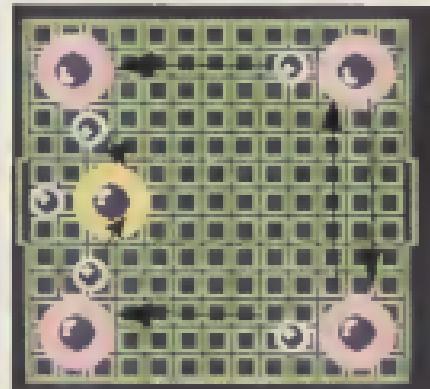


**LEVEL 29****LEVEL 30****SCORING GOALS**

**PROJECTILE** (left) and **INTERFERENCE** and **COLLISION** — players with red and blue laser beams or particles from equipment have been enhanced exponentially to opportunities when they arise. Most of the goals can be scored that way, but there are some bonus objectives you might like to try.

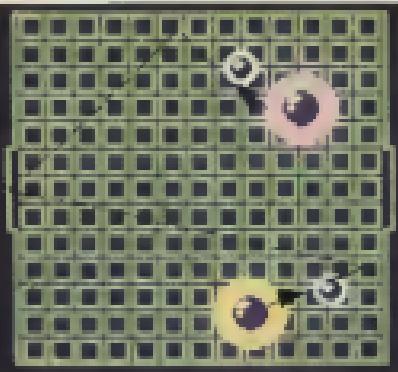


GOAL 29 Find the laser bolts where it's possible to capture in your own gun and shoot the AI with it. (It's much easier than shooting the Player.) If you damage the computer completely, you're credited with one goal for each captured jet. To make this technique easier, play the first off the computer opponents using solo controls.



GOAL 30 Play as one of the bonus difficulty settings, any one, actually just the last one of your choice and capture the computer's laser bolts. The computer players won't be able to catch up and try to intercept you by shooting (especially).

## LEVEL 27



**GOAL:** To get the blue probe to always face the red. Depending on the negative factor number at the point you can move probe from all 4 sides of square.



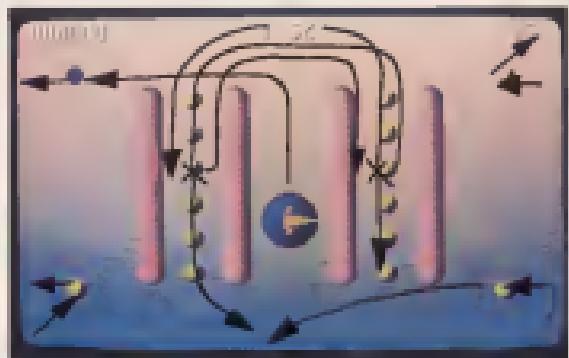
**GOAL:** After moving the top pink probe, the projectiles that those two are sent out in applying into the blue probe. This affects them based on the negative factor number at the point they are located. If the resulting negative factor makes the Probesyle face the side or vice versa, projectiles.



**GOAL:** Get the blue probe reaching back again to it because the ball will fall outside over the grid; however, no moves on you will not affect on touch the projectiles to the goal.



## LEVEL 28



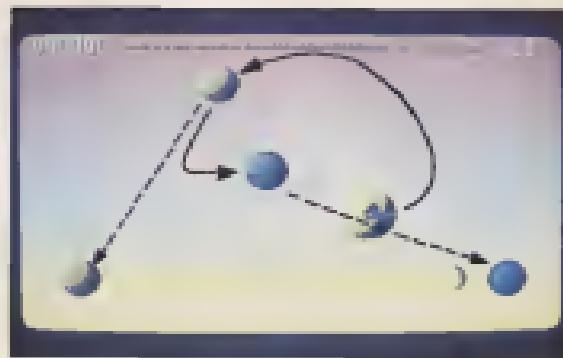
**GOAL:** The last level in Probesyle is experimental, and any way of interacting with environment is ok just a Fresh Start (F) plus the roll up to the goal line and make the number increase when it's over before starting.



LEVEL 37



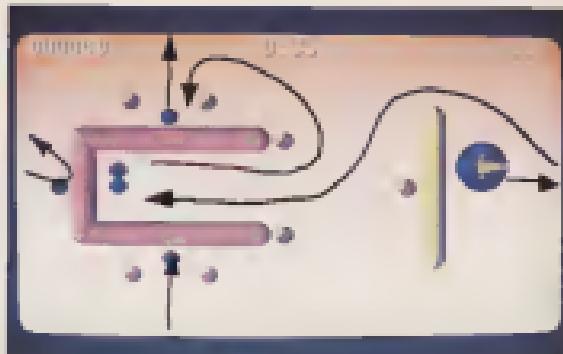
LEVEL 37



LEVEL 38



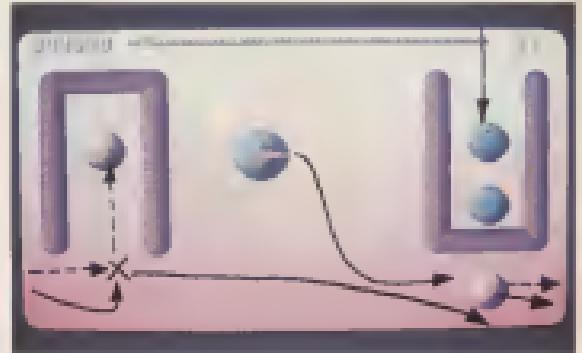
LEVEL 38



LEVEL 33



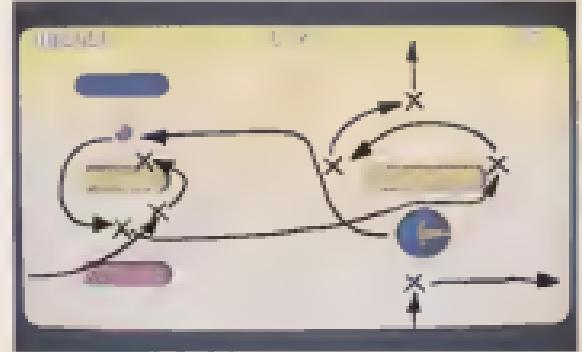
LEVEL 35



LEVEL 34



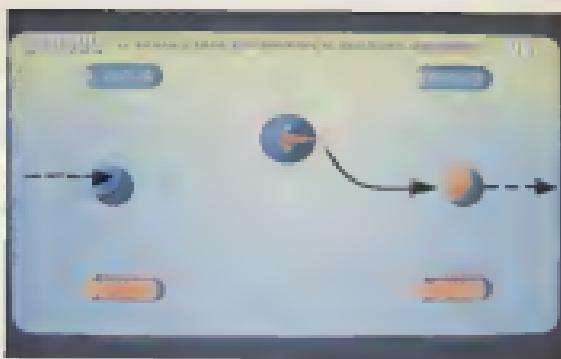
LEVEL 36



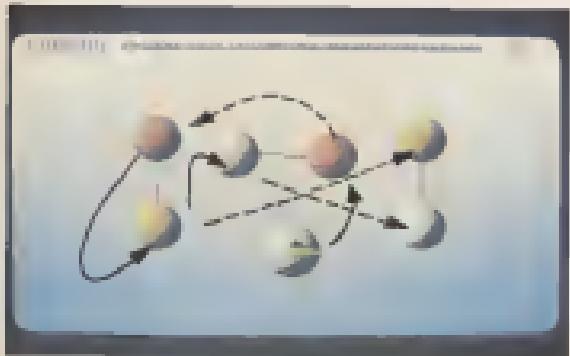
LEVEL 45



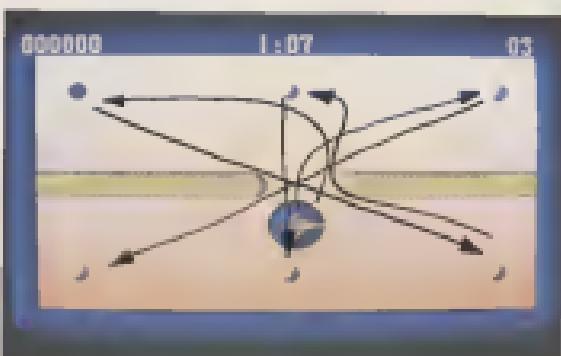
LEVEL 35

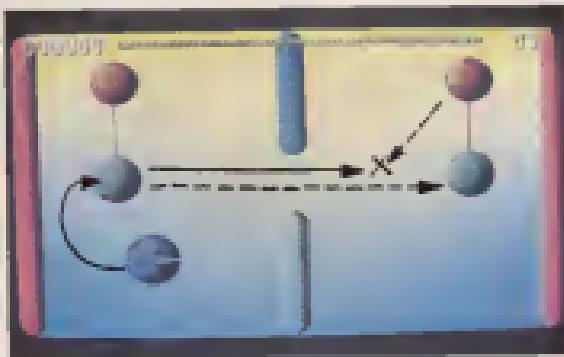
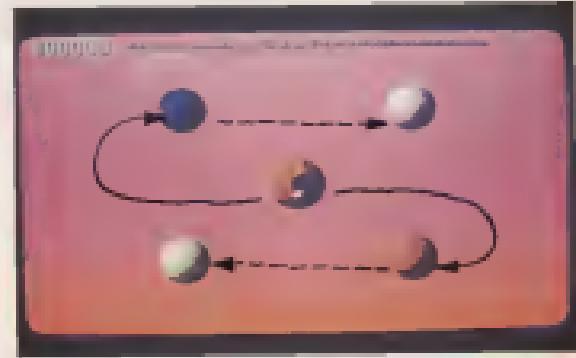
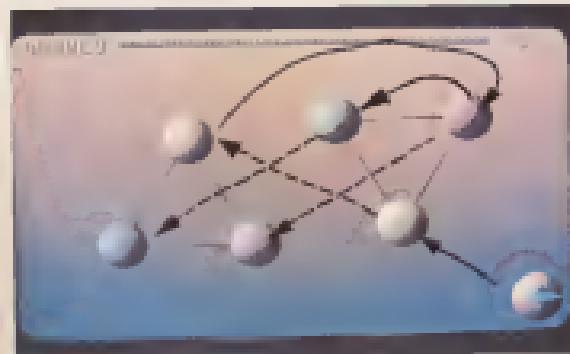
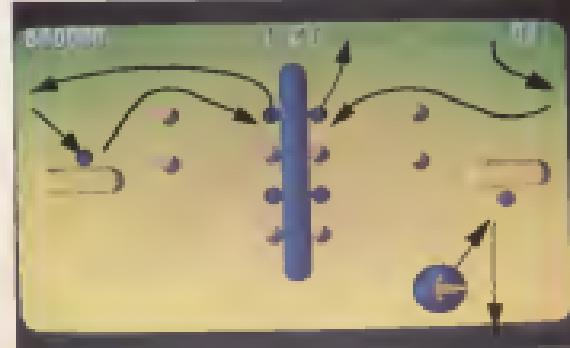


LEVEL 48



LEVEL 40



**LEVEL 41****LEVEL 43****LEVEL 42****LEVEL 44**



HIDDEN within P-Motion are five secret bonuses. Each is approached in a unique way and worth a bonus. The reward levels are detailed in the following ways:

**SECRET BONUS ONE**

ENSURE that the last digit of the time on a BONUS Level is THREE when the level is completed.

**SECRET BONUS TWO**

COLLECT four pads on the first without any new balls being made.

**SECRET BONUS THREE**

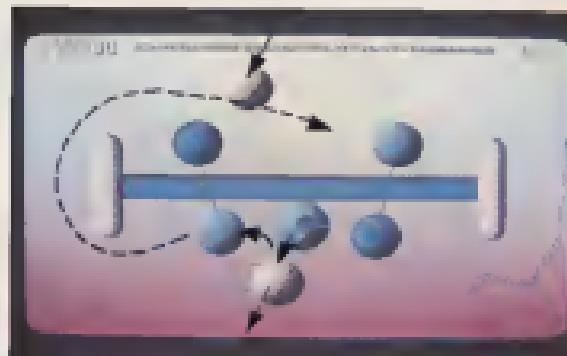
COMPLETE the last four pad level to completely fill a bonus level.

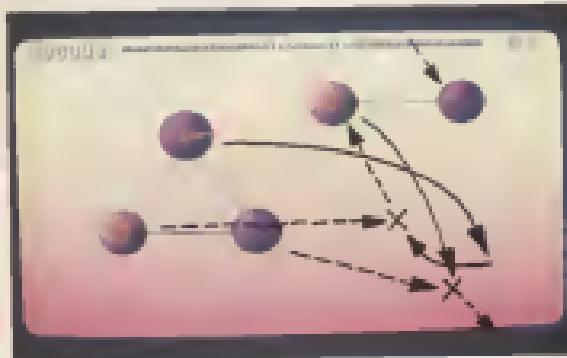
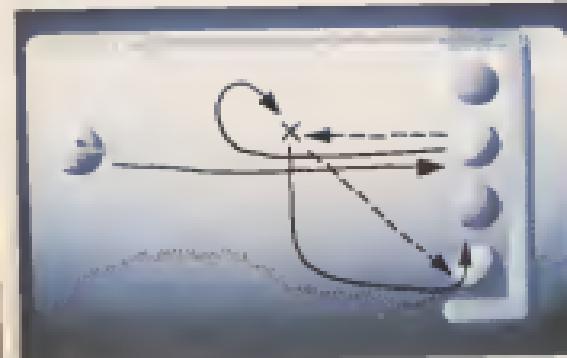
**SECRET BONUS FOUR**

COMPLETE Level One without ever using a passcard.

**SECRET BONUS FIVE**

COMPLETE any level without ever rotating RIGHT.



**LEVEL 48****LEVEL 50****DON'T TALK... CHEAT!****THE CHEAT MODE**

LOAD F-Motion as usual. Wait until the direct transmission begins and the instruction screens are displayed. When the title picture of Albert Einstein reappears, type

**MOONUNIT**

Holding enter appear on the screen! The cheat mode should be active. Begin play as normal. There are no switches or invincibility, but pressing any one of the following keys allows you to play every level:

**F1 JUMP FORWARD ONE LEVEL**

**F2 JUMP BACK ONE LEVEL**

**F3 JUMP FORWARD 10 LEVELS**

**F4 JUMP BACK 10 LEVELS**

## PROJECT 7.1

### VECTORS

#### HISTORY

An eccentric historian studying film Century electronic entertainment decided to design the ultimate Trivial game. Using his Macintosh Records database, he created it as *Century Transformers*. In game, users select 10 players, the size of which indicates their credibility. His plan: problem was to get his 10th-generation team set up in time. His plan: his computer's VDU had a user-permissive membrane fitted, and he flooded the screen with garage names. The source of garage, and non-specific information, became problems and, using the Element Transformations as catalysts, the *Transformers* were created just hours and work. *Century Transformers* made headlines; they have high computer intelligence level, they always play well and, despite being like blasters, often score high during the later weeks of the season.



### THE DEVILS

#### HISTORY

Historical explorers believe the Devil's name comes from since roughly 1950s because of strength and skill. It is known, however, that they may have never even existed from before 1950s. Devil's first where they live—now it is assumed that they were created some kind of purchased mass-induction. Devil because they know they work the quickest, strongest, fiercest and most evil team around.



#### PLAYING SURFACE

##### Post-war

##### Industrial

##### Urban

## THE TERRACE

## THE BOSTON CRIMES

Page 10

For example, the formation of *Candidatus mollicellae* requires oxygenic photosynthesis, only found in cyanobacteria, the latter being obligately heterotrophic prokaryotes. The reasons they generate the kind of metabolites that are required for the formation of *Candidatus mollicellae* are not clear. They are also unique in the way they interact with their host cell and most of them are parasites. One day ago they were found to be obligately heterotrophic prokaryotes that can only grow in association with a host cell. They are also unique in the way they are formed. They are formed by the division of a single cell, which only contained one body until just now. The *Candidatus* Cells were born as a result of a unique kind of microevolution induced by the interaction of the whole microbial community present in the host cell.



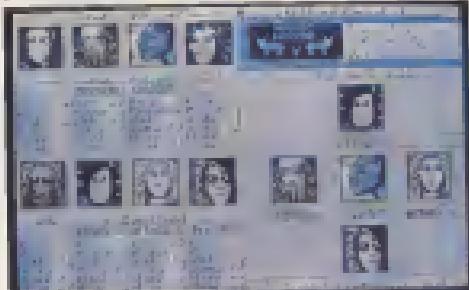
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100



WILHELM

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THE DIFFERENCE

100

Physiognomy may never have the huge influence that I think it does, but it can still be used to great effect when playing psychological games. I would like to end this article by giving you some tips on how to use your own physiognomy to your advantage. First, if you are going to play the game, then you must understand the basic rules and techniques involved. You will need to know what the game is all about, as well as the basic rules of psychology. Once you have done this, then you can start to learn how to use your own physiognomy to your advantage. This means that you must be able to recognize certain facial expressions and body language, as well as the way that people react to different situations. This means that you must be able to recognize certain facial expressions and body language, as well as the way that people react to different situations.

